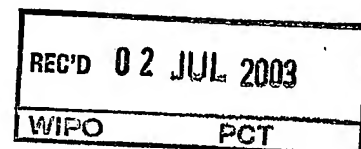




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Patent Office
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I, JONNE YABSLEY, TEAM LEADER EXAMINATION SUPPORT AND SALES hereby certify that annexed is a true copy of the Provisional specification in connection with Application No. PS 3042 for a patent by ROBERT JAMES-HERBERT as filed on 19 June 2002.



WITNESS my hand this
Twenty-sixth day of June 2003

JONNE YABSLEY
TEAM LEADER EXAMINATION
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COMPLETE SPECIFICATION
PROVISIONAL PATENT

WHOLE BODY COMPUTER GAME CONTROLLER

[The invention is described in the following statement]

WHOLE BODY COMPUTER GAMES CONTROLLER

This invention relates to a new method of controlling home computer game consoles. With it's growth in popularity, across a wide age-group, home computer gaming is now a major domestic pastime. Despite many improvements in game controllers, e.g.: wheel & pedals, handlebars and very sophisticated joysticks, playing any driving, riding or flying games remains essentially a sedentary function. The inventor's research has shown a clear awareness in the computer gaming industry of their consumers' desire for more physical involvement in their chosen gaming activity. However, so far, a player can only use their hands and feet if they are driving, and their hands only otherwise.

This consumer desire is achieved by the present invention, which allows a computer game player to utilise their entire body, in the seated or prone position, to control any kind of vehicle in any kind of computer game. This invention suspends the computer game player in a chair or prone, face-down, harness, which is attached at the top to electronic controls which perform the normal up-down and side to side control functions of a typical joystick. All other controls are mounted on handle bars which are attached to the device's front base (see FIG.1) The fixed handle bars are used by the computer game player to turn, ascend or descend, by moving the chair or harness which they are sitting or laying in. The chair or harness' movements affect the electronic controls at it's top in the same way as moving a normal joystick, in controlling any vehicle in any computer game.

Because this invention is designed to simulate driving a car, riding a motorcycle or flying any kind of air or space craft, it incorporates three different forms.

These are:

- (1) seated with the handle bars in the standard position - FIG. 3 (N), for driving and flying.
- (11) Seated with the handle bars in the upwards attitude, for motorcycling and flying. - FIG. 3 (R).
- (111) Prone face down with the handlebars in the down attitude, for flying. This mode incorporates the chair's back support becoming level with the seat to become a leg rest for prone flying of computer game air or spacecraft. - FIG 3. (L).

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This invention also incorporates two adjustments which enable the device to be altered for use by computer game players of all physical sizes.

These are :

- (1) Footrest/pedal-pad height alteration by use of a sleeve and bolt arrangement - see FIG. 2A.
- (11) Handle bar height alteration by use of a sleeve and bolt arrangement - see FIG.3D.

While no claims are made regarding the electronics involved, as they are readily available in other products which currently exist in the marketplace, there are three design features of this invention which are fundamental to it's successful operation and invented by the inventor applying for this Provisional patent.

They comprise of :

- (1) A three legged frame on a T-shape floor base. - see FIG.1.
- (11) A suspended chair or harness which has an adjustable footrest and can be swung backwards, forward and side to side. - See FIG.1.
- (111) An adjustable handlebar fixed to the front of the frame's T-bar base with a variable height adjustment -see FIG.2.

Aluminum tubing is the invention's chosen fabrication material, for minimum weight and maximum portability. The metal components of this invention are bolted, or otherwise affixed, so that the device can be easily dissembled and stored. To assist with understanding the invention, reference will now be made to the attached drawing FIG.1., FIG.2., and FIG.3., which depict the existing full-sized working model of this invention.

FIG.1 shows the whole invention. FIG.2., details the adjustments methodology of the foot rest and FIG. 3., details the handlebars' arrangement methodologies.

Referring to FIG.1., it can be seen that the computer game player sits or lays in a chair or harness (4-5-6) which is suspended from a crossbar (3) at the centre of the three legged frame (1). A bearing (12) allows the movement of the chair which is monitored by a sleeved stem (2) that is located in the centre of the bearing(12).

This sleeved stem moves in the same way a normal joystick does and transmits the same control instructions to the computer game as a normal joystick. As with all computer game controllers available today, this invention requires electronic modification, in order to be used on game platforms of different manufacture. It is currently enabled for the Sony Play Station one and two consoles. Also apparent in FIG.1., is the handlebars (8) which the computer game player uses to turn their vehicle, by swinging themselves in the opposite direction, ascending, by pushing back and descending, by pushing forward. The physical body positioning, when performing the foregoing functions, is much like it would be if the computer game player were actually driving, riding or flying in the vehicle of their choice.

FIG. 3., provides detail of how the handlebars' height and attitude adjustment systems work. These adjustments are vital for recreating the physical posture positions of driving, motorcycling or prone flying of the computer game players chosen vehicle.

As the size of some parts of this invention are a vital part of it's physical operational ability, the sizes, lengths and heights are included in FIG.1 where applicable. It will be realised that these dimensions are essential when constructing the invention, in it's present working prototype form, however, with the use of other materials and other forms of this invention, these dimensions may vary considerably. It will also be realised that replacing the chair/harness with a wheel-less pedal or motorbike frame, will further enhance the realism provided by the suspension principle when engaged in that activity. Several home exercise devices can also be attached to the suspension system so that when appropriate computer games exist the invention can be utilised as an exercise generating computer game controller.

ABSTRACT

A Whole Body Computer Games Controller is disclosed. The invention comprises of a two metre tall, three legged frame on a T-shape floor base, which suspends the computer game player in a movable chair or harness. The computer game player controls the direction and, where applicable, elevation, of the computer game vehicle, by physically pushing, pulling or "turning" the rigid handlebars which are affixed to the front of the invention's floor base. This results in the chair or harness performing the desired movement, this movement translates to an electronic joystick control which is located in the centre of the chair/harness supports bearing above and enables the computer game player to use their whole body to control any vehicle they choose to drive, ride or fly on their computer games platform.

CLAIMS:

The claims defining the invention are as follows:

1. A Whole Body Computer Game Controller which suspends the computer game player from a unit containing a joystick control so that the computer game player may move the chair or harness in order to control any vehicle on any computer game by using the handlebars which are fixed to the front of the invention.
2. The Whole Body Computer Game Controller of Claim 1., which is readily dismantled and needs minimum storage space, thus making it suitable for domestic or small public venue use.
3. The Whole Body Computer Game Controller of Claim 1., which is adaptable in such a way as to suit any sized computer game player by way of variable choices as to the height of both the handlebars and the foot/pedal pad.
4. The Whole Body Computer Game Controller of Claim 1., which allows for multi positioning of the fixed handlebars to better facilitate the computer game player's control of various computer game vehicles.
5. The Whole Body Computer Game Controller of Claims 1 through to 4 wherein the described invention is constructed from any other metal or synthetic material than the working prototype described in this application.
6. The Whole Body Computer Game Controller of Claims 1 through to 5 wherein the described invention is varied by use of exercise or other devices being suspended in the same way as the Chair/Harness in order to control existing and to be created home computer games.

Robert James-Herbert
Applicant

June 2002

FIG 2

- (1) Saddle and Seat Adjustment
- (2) Horizontal Back Adjustment
- (3) Suspension Road Mechanisms

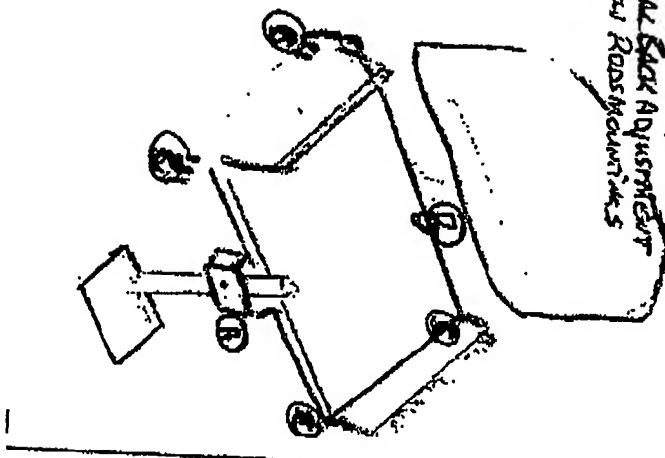
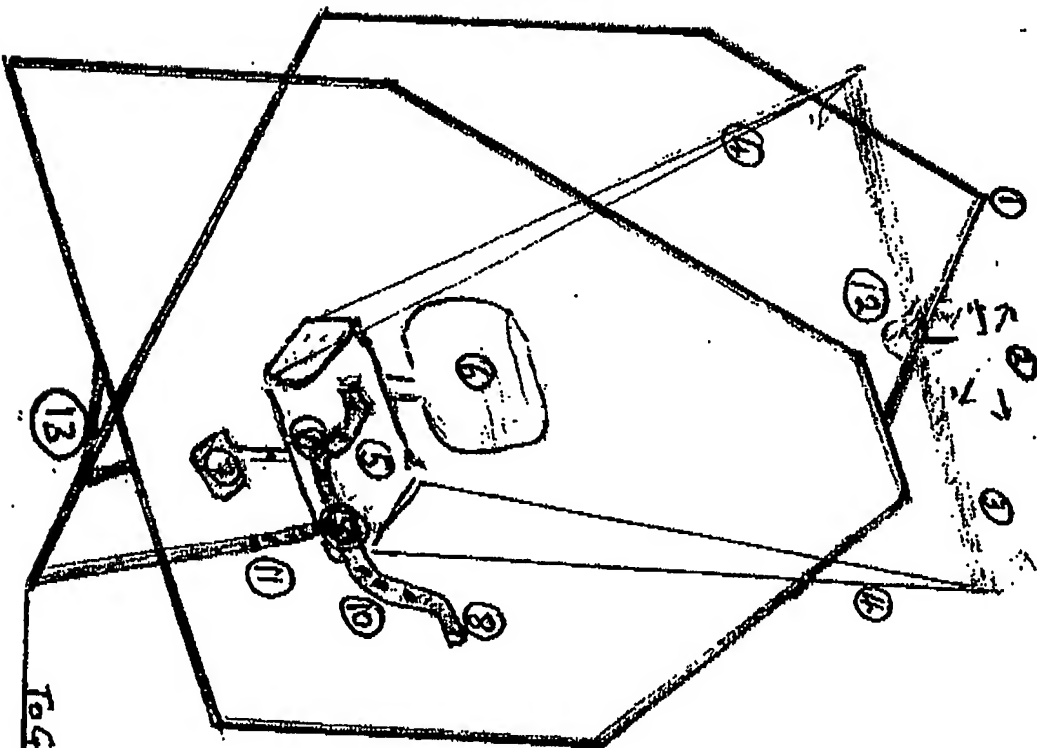


FIG 1

WHOLE BODY COMPUTER GAME CONTROLLER



- (1) Frame with four wheels
- (2) Four Axis System/Control
- (3) Saddle/Seat - Can Rotate/Recline
- (4) Chair/Harness Suspension Rods
- (5) SEAT
- (6) Drive Shaft/Spoke to Control Rods/Harness
- (7) Dynamic Foot Rest (FIG 2)
- (8) Hand Grips (Fixed)
- (9) Control Lever/Rod
- (10) Master Control Controls
- (11) Height Adjustment for Hand Grips
- (12) Suspension Bending and Control Housing
- (13) Handgrip Attachment System

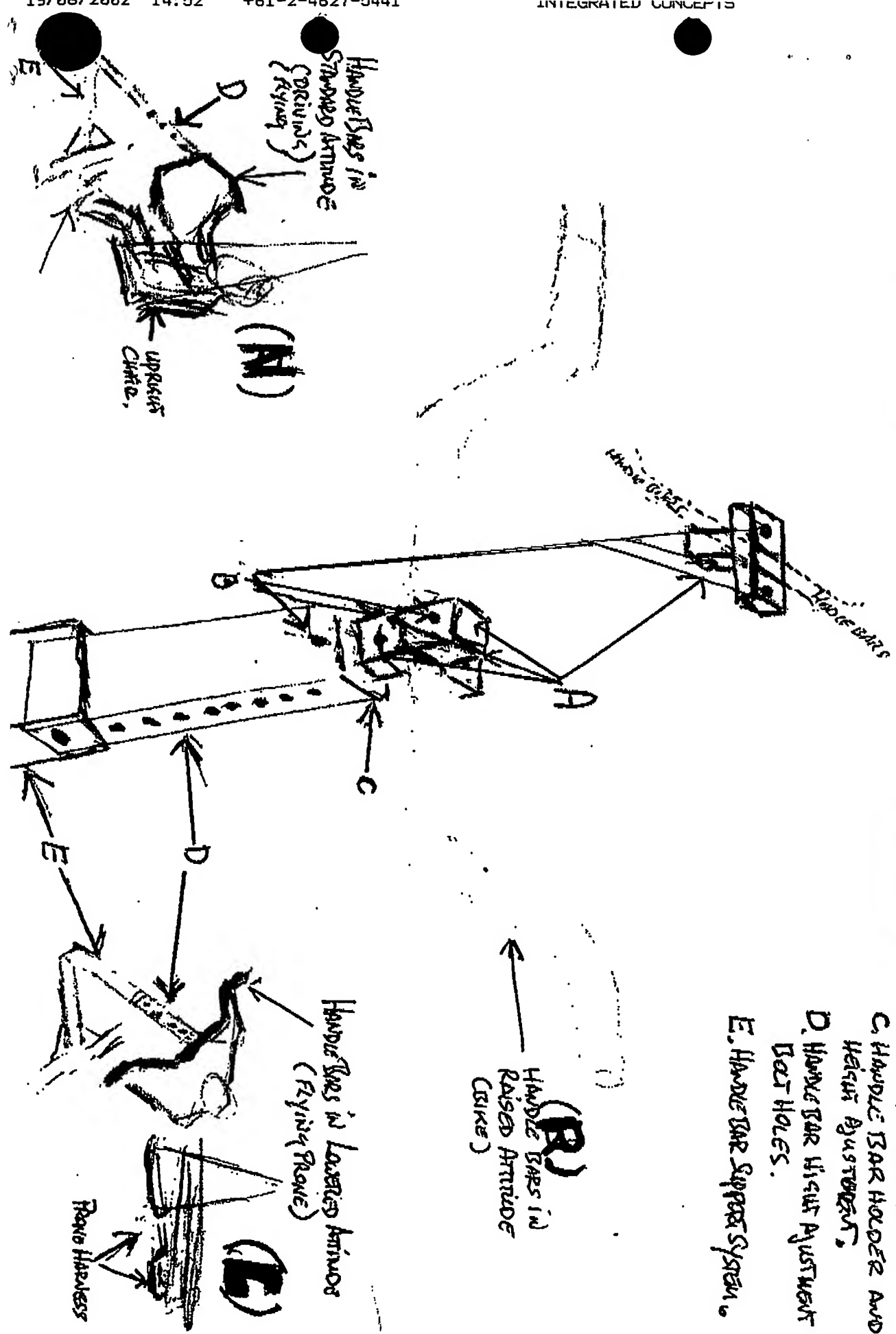
To Game Console

PROVISIONAL PATENT APPLICATION JUNE 2002
BY ROBERT JAMES HEBERT

HANDLE BAR ADJUSTMENT METHOD

FIG 3.

WHOLE BODY COMPUTER GAME CONTROLLER.



- A. ADJUSTMENT EXTENSIONS
- B. POSITION FIXING BELT
- C. HANDLE BAR HOLES AND HEIGHT ADJUSTMENT
- D. HANDLE BAR HEIGHT ADJUSTMENT BELT HOLES.
- E. HANDLE BAR SUPPORT SYSTEM.